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GAME BOY ADVANCE®

INSTRUCTION BOOKLET

XXX

A NEW BREED OF SECRET AGENT

ACTIVISION®

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

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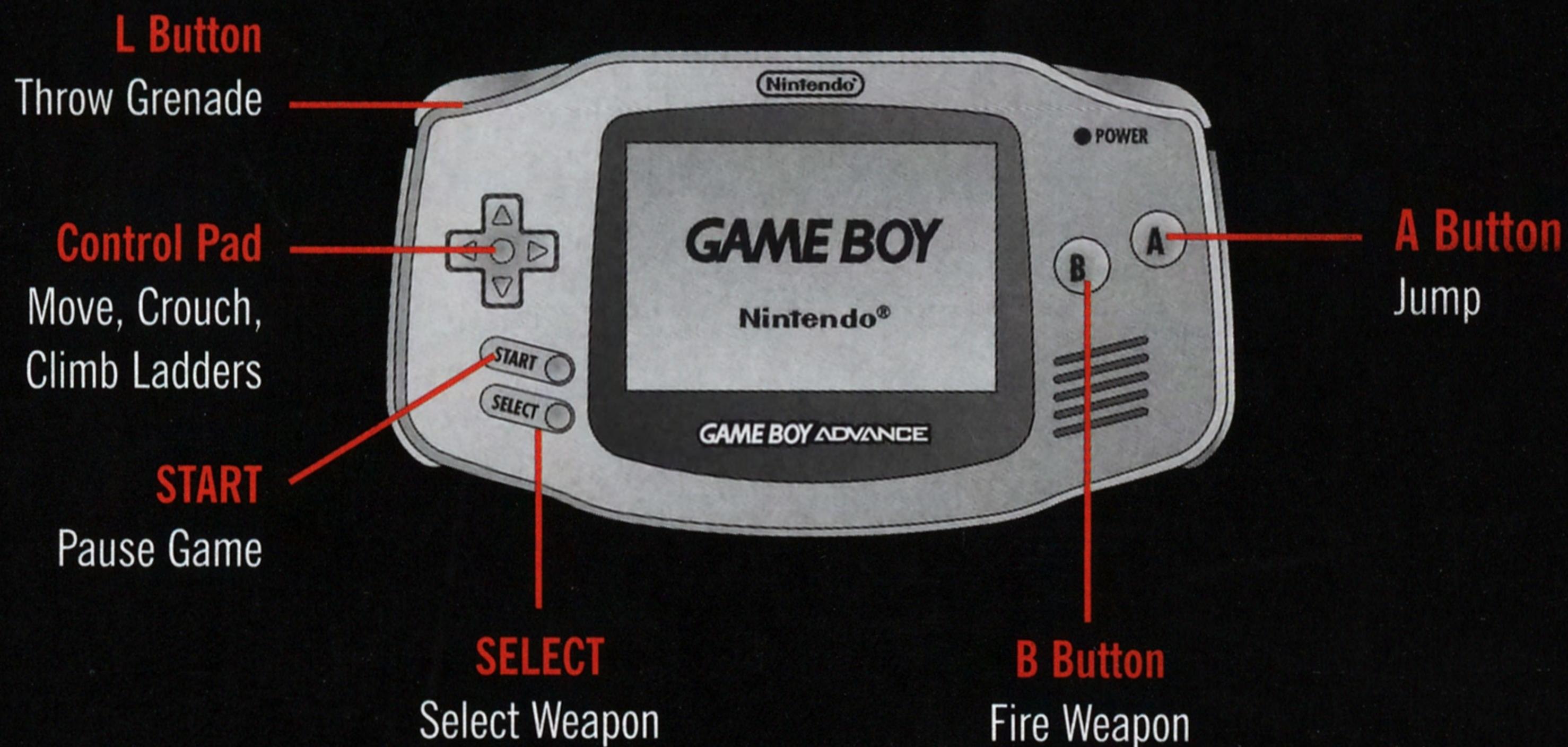
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STARTING THE GAME

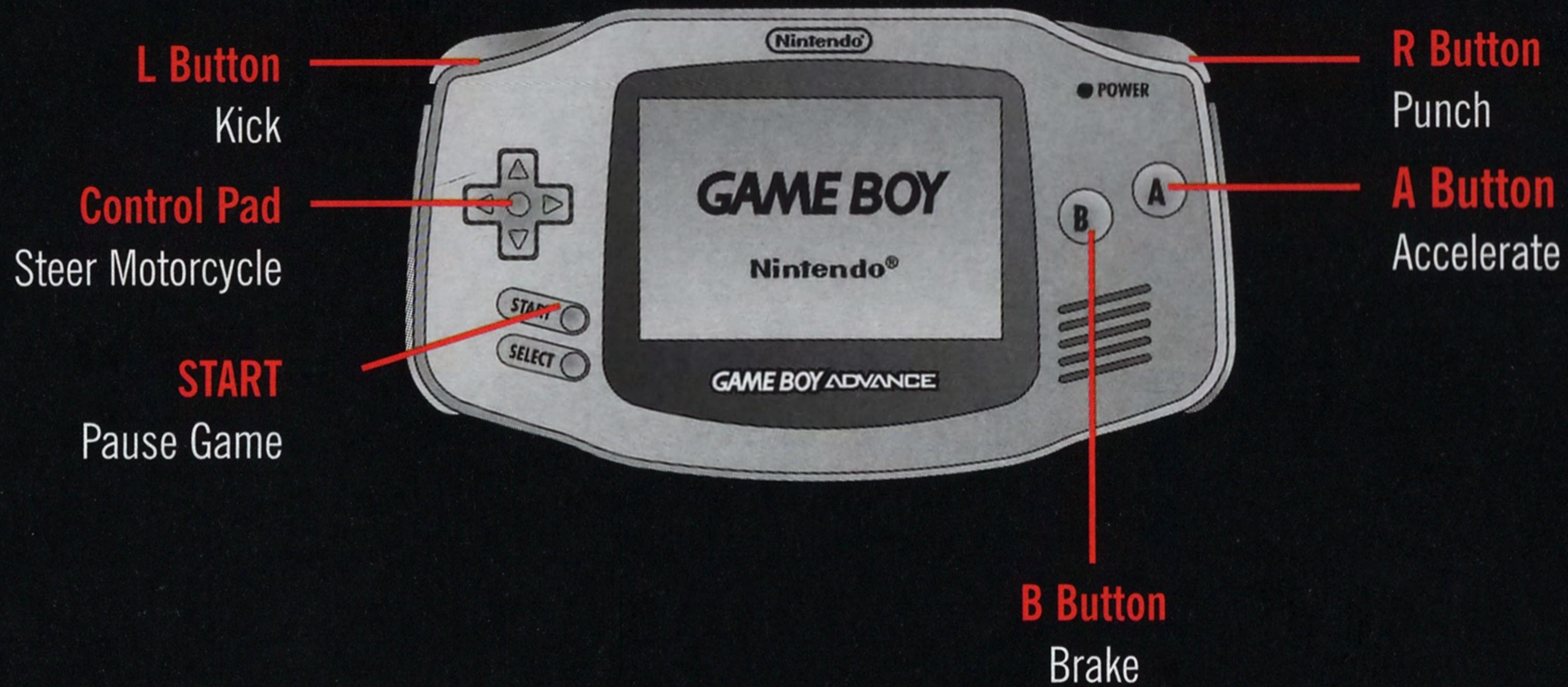
- Make sure the POWER switch is OFF.
- Insert the xXx™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch ON.

Note: The xXx™ Game Pak is for the Game Boy® Advance system only.

GAME BOY® ADVANCE CONTROLS



CONTROLS FOR MOTORCYCLE LEVELS



A SPY IS BORN

As underground thrill-seeker Xander Cage “xXx,” you have been recruited by the National Security Administration as their next super-agent. After completing two “tests” set up by Agent Gibbons, it has been determined that you’ve got what it takes to take on and take out the opposition. Your target: Anarchy 99—the deadliest crime syndicate since the mafia took over New York. They’ve got biological weapons and a terrorist agenda. You’ve got firepower and attitude. Take down Anarchy 99 and their boss Yorgi, too. Nobody said that being a hero was easy, X. Good thing. You wouldn’t be here if it was...

MAIN MENU

Start New Game – Begin your first mission as super-agent xXx.

Load Game – Continue a saved game. Select a saved game to continue your adventure from the beginning of the last mission attempted.

Options – Select **Options** to turn the sound on or off, turn the music on or off, or view the credits.

Extras – Once you've finished the game, you can access special features here!



GAMEPLAY

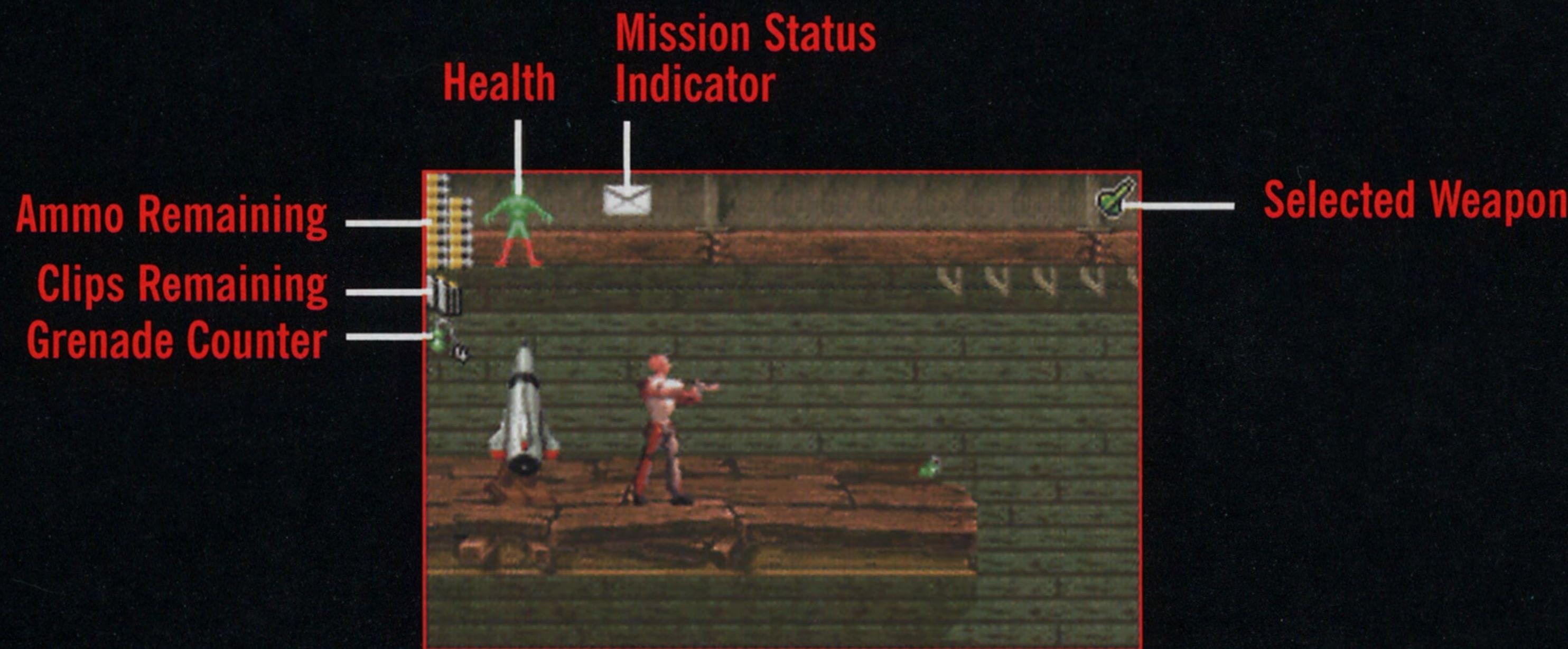
At the beginning of each mission, you'll receive a briefing from Agent Gibbons or Shavers with the mission goals. Explore the environments and eliminate as many enemies as you can, but you must complete the mission goals to move forward and destroy the Anarchy 99 conspiracy.

COMBAT DRIVING

In between missions, you may need to get to a new location fast. This can be done using the high-tech, high-speed, wonder-bike provided to you by Agent Shavers! Don't let Anarchy 99 thugs get the best of you when you're riding the cycle. They'll slow you down and try to knock you out using fists, feet, or any other means at their disposal.

This is no ordinary motorcycle, though. This motorcycle is powered by a high tech fuel cell for maximum acceleration and power. But all that speed depletes fuel rapidly. If you see a fuel canister along the road, drive over it to replenish the cycle's power or you won't make it to the next mission area.

ON-SCREEN DISPLAY



Ammo Remaining – This meter gives you a clear indication of how much ammo is remaining for your current weapon. Watch this level closely! You don't want to run out of ammo in the middle of a firefight, X.

Health – The health bar is on-screen at all times during gameplay. You only have one life, and if you run out of health, the game will end. If this happens, you are given the option to retry the current level from the beginning . You can replenish your health by using First Aid kits found throughout each level.

Mission Status Indicator – A white envelope in the center of your HUD blinks when you have completed a critical mission objective or when you receive new orders. Press **START** to access the Pause Menu to see what you need to do next.

Selected Weapon – Pressing **SELECT** allows you to scroll through your currently available weapons. This indicator will let you know which one you have selected. You will find more and more powerful weapons as you progress through the game, so be sure to search in every corner to find the ammo and firepower you need.

Grenade Counter – Let's you know when you pick up, or let go of, frag grenades.

Clips Remaining – Extra clips of ammo for the currently selected weapon are displayed here.

MOTORCYCLE LEVEL DISPLAY



Damage Indicator – This display lets you know how much damage your bike can take before it is destroyed.

Timer – Keeps track of how long it takes you to get to your destination.

Distance Remaining – You will reach your destination when the bar is full.

Speedometer – See how fast you're going!

Fuel Indicator – If you run out of fuel, you'll never make it to your destination! Watch for fuel pickups in the road to avoid running out of energy.

PAUSE MENU

Press **START** to pause the game and access the Pause Menu. From here you can access all of the functions of your hand-held system.

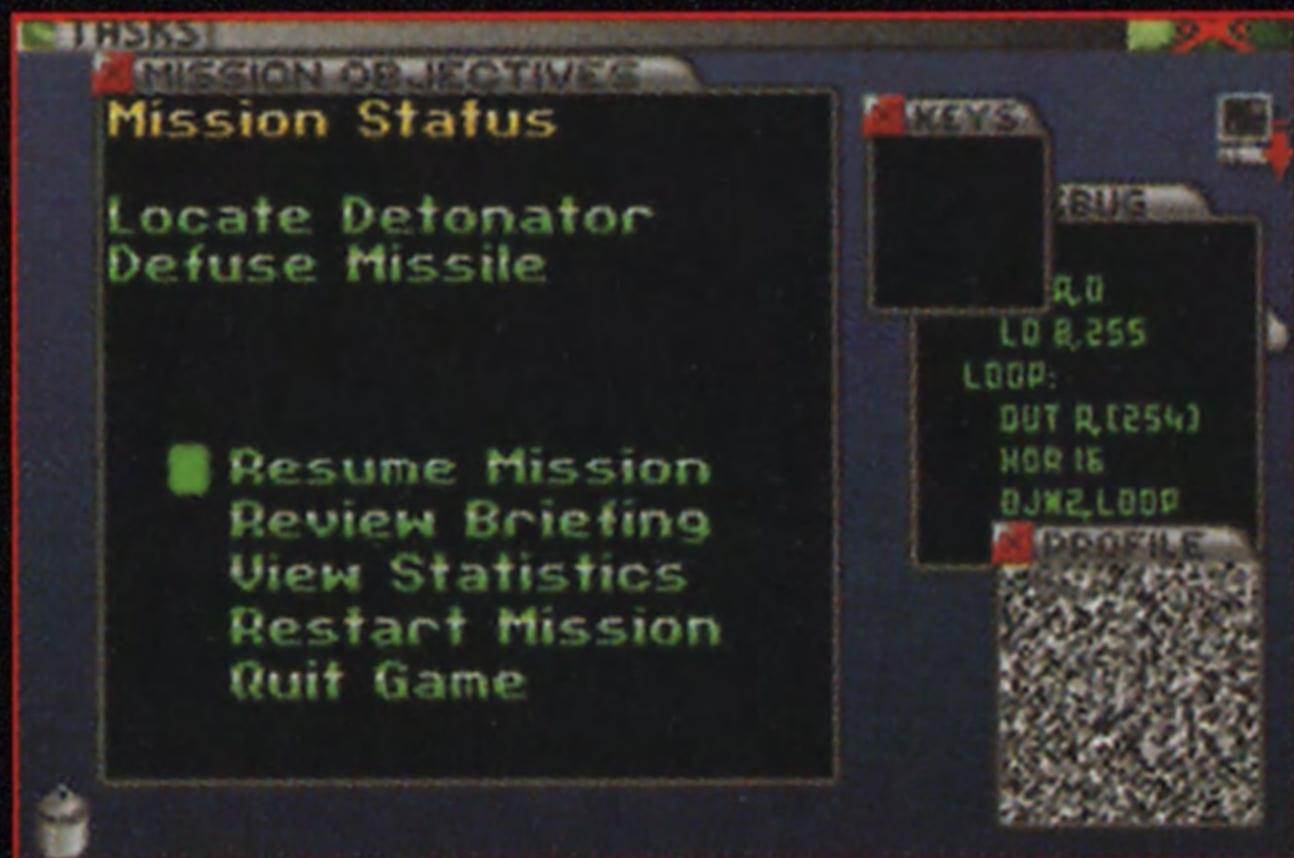
Resume Mission – Selecting this will return you to the game and exit the Pause Menu.

Review Briefing – Use this option to check your mission objectives.

View Statistics – Your hand-held system keeps track of useful information regarding the number of enemies eliminated and the percentage of shots that connect with the enemy.

Restart Mission – Return to the game and start the current mission from the beginning.

Quit Game – Exit to the Main Menu. Your game will be saved from the end of the last mission you completed.



WEAPONS



CHROME DART HANDGUN

This is the standard issue sidearm for NSA agents. You'll have an unlimited number of darts to fire at the enemy, but it may require more than one shot to take them down.



SUPER DARTS

These aren't your average, every day chrome darts. Shavers has upgraded the standard projectile to one with a little more "punch." All that power comes at a price, though. No free ammo here. Pick up ammo clips along the way to stay fully loaded.



EXPLODING DARTS

Hit your target and they'll have just a few seconds to realize they're in serious trouble. These darts are basically a smaller cousin of the ever-popular grenade. Fire at will, and watch the explosion.



AK-47

This high-powered assault rifle fires large bullets at an extreme velocity. Not many enemies can stand up to this kind of firepower. But you'll need to watch out for ammo clips, as this gun is not "approved for use" by your superiors.



SAWED-OFF SHOTGUN

Possibly the most powerful weapon available for close range combat. It doesn't have the range of the AK-47, but is sure has the attitude. You may want to use this weapon sparingly so you have more ammo to use for the tough enemies later in the game.



GRENADES

A standard weapon that no super-spy should be without. The grenade is quite handy when groups of enemies appear. Use them carefully, as you only get five for each pick-up you find.

POWER-UPS

KEYS



If you see a key, a pass card, or anything that will open a door, grab it. You never know where you might need to go or how you'll have to get there.

FIRST AID KIT



Enemy snipers got you down? If your health is running low, a First Aid kit is just the thing to make your day brighter. Each First Aid kit will replenish one third of your life, but be forewarned—they won't bring you back to life.

AMMO



All weapons need ammo. You've got enough basic darts to get you through a three-year war, but you'll have to find ammo for every other weapon you use. Grab it just in case. You can carry three clips in addition to the ammo in your gun.

FUEL



Find these cannisters along the road to keep your high-tech fuel cell motorcycle running.

ENEMIES

ROBOTIC SENTRY

They may look like ordinary dogs, but don't try to pet them or you may end up missing a limb! These robotic sentries are trained to eliminate all intruders faster than you can say "Nice doggie!"



PONYTAIL COMMANDO

This thug looks as though he belongs in the local bistro, but he's packing a pistol, so watch your back.



PISTOLEER

What's worse than a thug with a handgun pointed straight at your back? How about a thug with TWO guns pointed at your back? Take him down fast or he'll get you first...





CRAZY FIRE BREATHING EXTREME GUY

He spits fire. He's crazy. The name says it all.



ANARCHY 99 OPERATOR

The Anarchy 99 team must've raided the local police storage shed. The Operators have full riot gear with shields that deflect all but the strongest weapons. Use timing to defeat these crack troops.



ANARCHY 99 SOLDIER

The backbone of the Anarchy 99 army, the soldiers do all the grunt work. Especially if it involves shooting anything in sight.



ASSASSIN

Compact, fast, and extremely deadly, these assassins were trained by the Red Army. Now they work for Yorgi and they're out for your blood.



CORRUPT SECRET POLICE AGENT

He's got the training and the experience to give you a very hard time. Then again, X is used to law enforcement tracking his every move, so they should make you feel right at home.



SNIPER

An eagle eye and a steady hand allows the sniper to take pot-shots at your head. But if they're really so tough, why do they feel the need to keep their distance?



ANARCHY 99 COLONEL

The leaders always save the best weapons for themselves. And the best armor... Save your heavy firepower for this guy...



YORGİ

He's tough. He's nuts. And he's got a lot of firepower behind him. But if you made it this far, you may just have what it takes to finish off Anarchy 99 for good!

LEVELS

OLD TOWN PRAGUE

This is it, X! Your first official mission. Don't mess it up... Anarchy 99 has left an ugly surprise in the clock tower. Find the key to enter their secret storage area and then find the missile. If it's not disabled, there are going to be a lot of unhappy dead people around.



PRAGUE SUBWAY

It looks like Anarchy 99 is up to something big. We've located chemical munitions hidden around the city. That can't be good. Find and disable the missile hidden in the subway to cripple this part of their sinister plot.



ROAD TO SEDLEC

The new fuel-cell bike needs a test drive. However, this test drive could require more than just good driving skills. Watch out for the enemy operatives that Yorgi has sent to slow you down. Oh, and watch out for all those obstacles in the road, too...



SEDLEC OSSUARY

This is a creepy maze of catacombs built to house the dead. But Anarchy 99 has no respect. They've altered a sacred place for evil purposes. Find the missile they've hidden here and disarm it. Maybe by then, we'll have some more intelligence on Yorgi's next move.

KUTNA HURA MINES

We found four more missiles hidden in the mines outside of Sedlec. You know the drill by now. Find the keys that will allow you access to the secret storage areas in the mines and disarm those missiles before Anarchy 99 can unleash them on the world.



BRNO EXPRESSWAY

You've got to get to Brno, but the road can be treacherous. Especially with criminals populating every square inch of the road ahead... Time to earn your pay, xXx.

BACKSIDE OF BRNO

The good news is there are no missiles in this part of the city. The bad news—they've stashed 10 canisters of plutonium here! Find all of the canisters before Yorgi gets any more ideas for world domination.

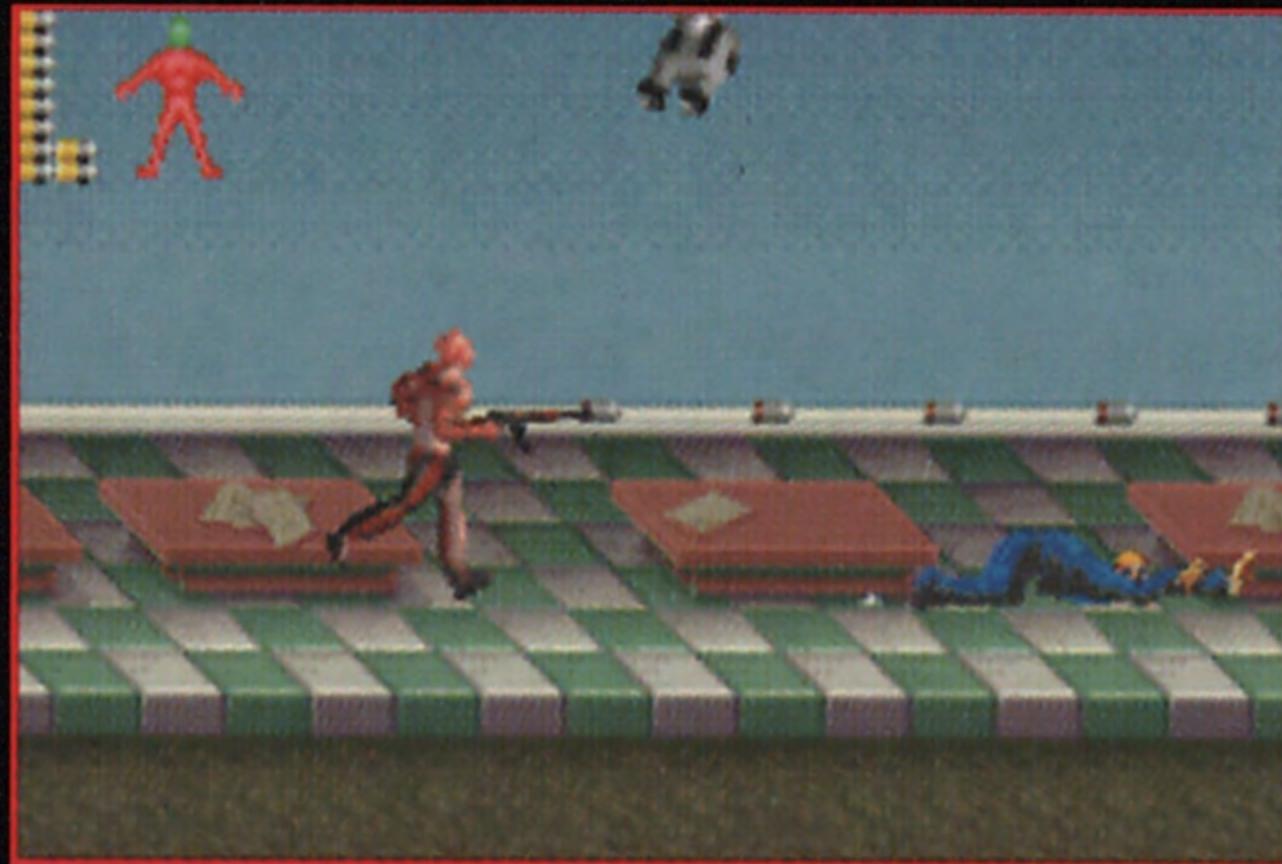


BRNO STEAM TUNNELS

There's an entire cache of chemical missiles down here somewhere. Enough to start World War III a few times over. Blow up the missiles and then find a deadly precursor chemical virus that's ready to be loaded onto Yorgi's submarine.

ROAD TO PRAGUE

You've gotta get back to Prague! Fast! Get on that bike and get moving! Look out, Yorgi will do everything he can to keep you from getting back into town.



PRAGUE SPORTS ARENA

Anarchy 99 plans to blow up the sports arena! Find the detonator and eliminate the colonel that holds it. Watch out X, this guy is one of Yorgi's top operatives. He won't be so easy to eliminate.

PRAGUE TV TOWER

The mastermind behind Anarchy 99 is sitting on a stockpile of terrorist munitions! The TV tower is wired to explode and has extensive security. Find the defensive turret controls to make it past Yorgi's deadly turrets, then take down the head of Anarchy 99 to save the world!



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-No dogs were harmed during
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